

THE SECRETS OUT ON THIS NEW KIT!

SPY

SPECIAL PROJECT Y



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- ★ KIT
- ★ 2-Player Interactive
- ★ Buy-In & Continuation Features
- ★ Horizontal Monitor

S.P.Y.

SPECIAL PROJECT Y

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|-----------------------------------|---------------------------|
| 1. KIT | 5. Player's Controls Are: |
| 2. 2-Player Interactive | 1 8-way Joystick |
| 3. Buy-in & Continuation Features | 2 Buttons: |
| 4. Horizontal Monitor | Punch/Kick/Super Weapon |
| | Punch/Kick/Weapon |

Description

Espionage adventures and intrigue await in S.P.Y.—Special Project Y. This top-secret mission is put into action in order to thwart an enemy threat to world peace. As a S.P.Y. agent, the player is ordered to seek out and demolish the enemy missile base, where a fully-primed nuclear warhead is stationed. There are seven phases to the operation:

- 1 The agent blasts off in his jetpack over the sea in order to reach the island where the opponent's headquarters are located. He shoots at enemy soldiers who are approaching by air—by jetpack and on hang gliders. He must destroy the helicopter that is dispatching these soldiers so he can get to the island.
- 2 Once the remote island is reached, the spy must fight his way through the street as he proceeds to his destination. By destroying certain enemies, he can obtain different powerful weapons.
- 3 The agent arrives at the driveway to the embassy, where he confronts many guards. These include not only soldiers, but mechanical dogs, tanks, and helicopters.
- 4 Inside the embassy, the operative's fighting techniques are again put to the test. He battles more guards, including some brutal karate masters.
- 5 The next phase of the assignment is to infiltrate the enemy fortress, located in the mountains. Jumping to different levels, the player must wipe out all the adversaries in each place.
- 6 Moving onto the third level, the agent works his way through a high-tech base. As he closes in on the enemy's covert operation, the force of the soldiers standing guard intensifies, making the spy prove his skills.
- 7 The ultimate test of the agent's espionage training takes place at this final phase. The player sneaks into the control room to destroy the leader who is the motivating factor behind the threat to peace. Once he is terminated, the world is safe once again.

